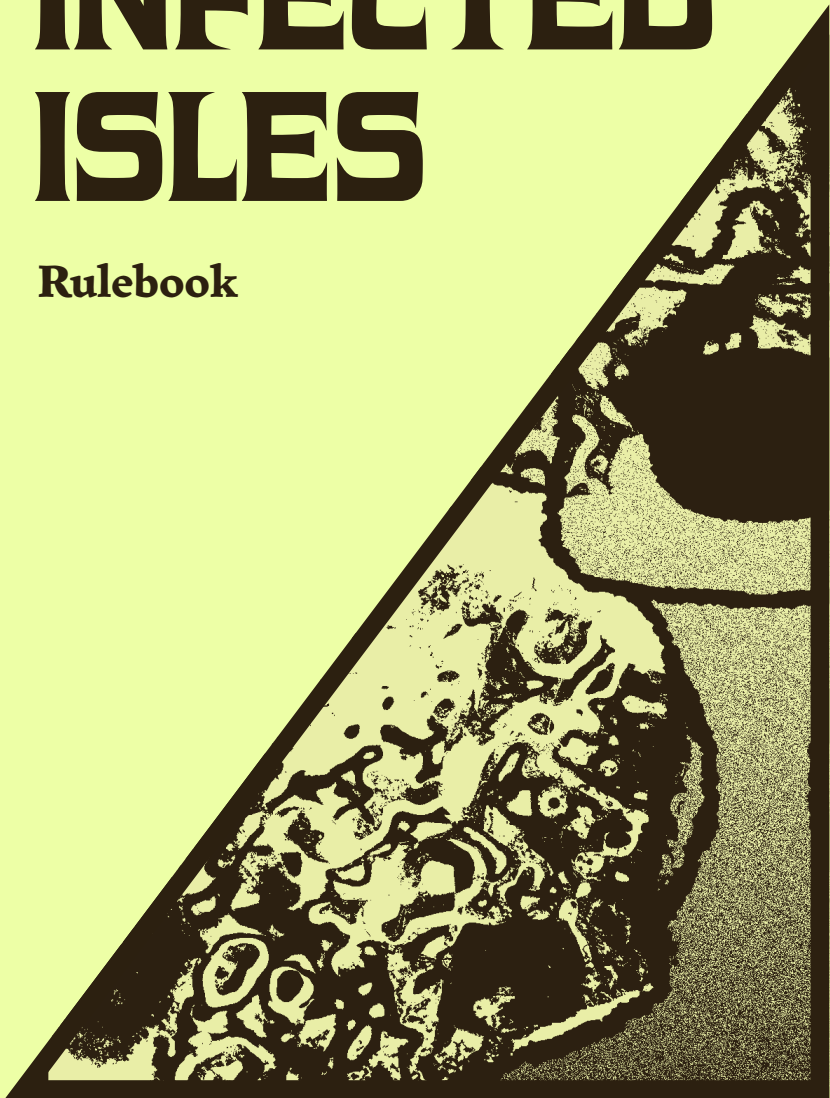
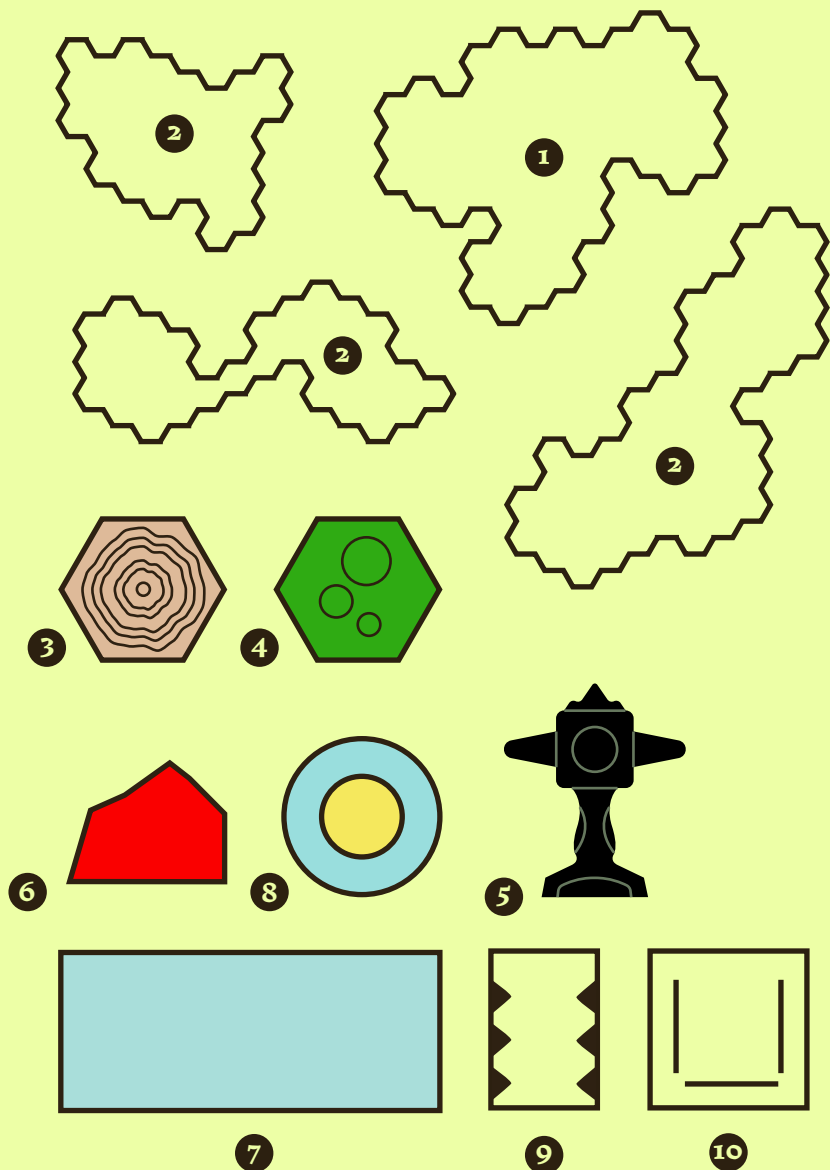


INFECTED ISLES

Rulebook



*Not to scale



A creeping infection has taken hold of the Isles. It is up to your motley crew of heroes to fight it back... or maybe you're itching to cause some trouble.

SETUP

The game board consists of **1 Spawn Island**, **3 Outer Islands**, and an **Ocean mat**. At the start of the game, place each **Island** in its designated outline. Place **Wood Tiles** on **Tree Hexes**, and **Rock Tiles** on the **Rock Hexes**.

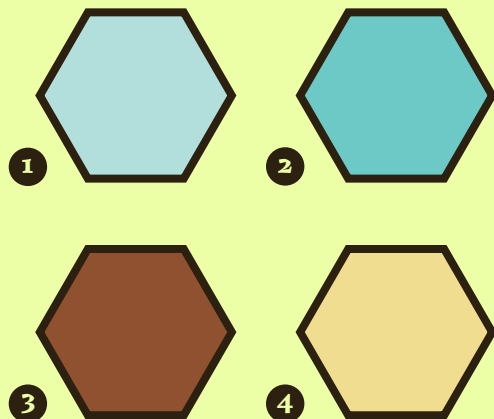
Designate one character as the **Infected** and the other characters as **Adventurers**. Give each adventurer an **Inventory Card**. Set the **Level Clips** on the **Totem Card** to **1**. Place a **Totem** on each of the three numbered hexes. Place **Adventurer Characters** on the three red hexes on the **Spawn Island**, and the **Infected Character** on a hex adjacent to a **Totem** of their choice.

- | | |
|--------------------------------|-------------------------------|
| 1 Spawn Island (x1) | 6 Rocks (x4) |
| 2 Outer Islands (x2) | 7 Playmat |
| 3 Wood Tiles (x21) | 8 Day/Night Card |
| 4 Infected Tiles (x100) | 9 Inventory Cards (x3) |
| 5 Totems (x3) | 10 Totem Tracker Card |

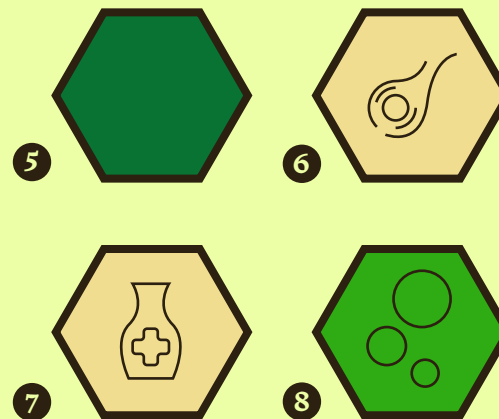
THE ISLES

The archipalego consists of four Islands.

- 1** **Water Hexes: Light Blue** - Refer to the general rules guide for more information.
- 2** **Deep Ocean Hexes: Dark Blue** - These water hexes are too deep to cross for normal folk. Characters with flying may move over these hexes.
- 3** **Mountain Hexes: Brown** - Cannot be moved over.
- 4** **Land Hexes: Light Blue** - Good old solid land. No special properties.



- 5** **Tree Hexes: Green** - Start with a stack of **3 Wood Tiles**, each representing **1E of health (total 3E)**. For each **1 DMG** dealt by an **Adventurer**, that character removes that many wood tiles from the stack and adds it to their **Inventory**.
- 6** **Incense Hex:** A scent that cleanses infections and **Totems**. Landing on these tiles completely refills an **Adventurer's Incense Meter**.
- 7** **Nectar Hex:** Nectar of the gods. Landing on this hex gives the **Adventurer +1 Nectar**.
- 8** **Infected Tiles:** The corruption. These tiles can be traversed, but when crossed deals **1 DMG** to **Adventurers**. Flying characters can also pass by **Infected Tiles** without taking damage, however, if you end your move on an **Infected Tile**, take **1 DMG**. These tiles are considered obstacles, and have **2E**.



THE INFECTED

An agent of chaos, your goal is to spread infection as far as the eye can see.

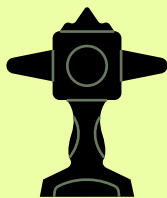
Totems

The catalysts to the infection, the **Infected Character** draws their powers from these mysterious totems.

Each **Totem** starts with **10E**. If a **Totem** reaches **0E**, the **Totem** is destroyed.

Totems are *not* considered obstacles, and *cannot* be moved or damaged by non-damage related card abilities.

Each **Totem** has a **Totem Level**, monitored on the **Totem Card**. **Totems** start at **Level 1**, and can be increased up to **Level 3**. A **Totem** *cannot* be attacked unless its **Totem Level** is **0**. At the beginning of the **Infected Character's** turn, if it is night, each **Totem Level** is increased by 1. Stack **Infection Level Tiles** underneath the Totem to show its level.



Level 3

Level 2

Level 1

The Infection

At **Night**, the **Infected Character** gains **Infected Tiles** based on the combined **Level** of all the **Totems** on their turn. **Tiles** gain per night follow the following rules:

If there are **3 Totems**, the **Infected Character** gains **Infected Tiles** equal to the sum of all totem levels.

If there are **2 Totems**, the **Infected Character** gains **Infected Tiles** equal to **2x** the sum of all the **Totem Levels**.

If there is **1 Totem**, the **Infected Character** gains **Infected Tiles** equal to **5x** the sum of all the **Totem Levels**.

The **Infected Character** may place as many **Infected Tiles** on the board as they want during their turn. **Infected Tiles** may be placed on any hex adjacent to a **Totem** or other **Infected Tiles**. **Infected Tiles** cannot be placed on **Water**, **Deep Ocean**, **Mountain Hexes**, or the **Spawn Island**. If an **Infected Tile** is placed on a character, that character immediately takes **1 DMG**, and the **Infected Tile** is placed under them. All unused tiles are discarded at the end of the **Infected Character's** turn.

Infected Abilities

Once per turn, **Infection Tiles** can be spent to activate abilities.

- **Totem Teleport (5 tiles):** The **Infected Character** teleports to a hex adjacent to a **Totem**.
- **Airborne Infection (10 tiles):** The **Infected Character** can place an **Infected Tile** on any hex that could be infected (does not have to be adjacent to **Totem** or existing **Infected Tile**).
- **Infection Teleport (12 tiles):** The **Infected Character** teleports to any **Infected Tile**.

RESOURCES

Wood Tiles

Collected from **Tree Hexes**, **Adventurers** can place **Wood Tiles** on **Water** and **Deep Ocean Hexes** as a basic action. Once placed, it cannot be moved or damaged. Any character may move across **Wood Tiles**. There is no limit to how many **Wood Tiles** an **Adventurer** may have, and characters on adjacent hexes may exchange **Wood Tiles** during their turn.

Incense

The **Adventurers'** primary way to combat the infection. **Incense** is tracked on each character's **Inventory Card**, and cannot be exchanged between characters. **Adventurers** may use as much incense as they want at any point during their turns. Spend one incense to clear adjacent **Infection Tiles**, or to lower an adjacent **Totem's Level** by **1**.

Nectar can be exchanged by characters on adjacent hexes at any point during their turn. **Nectar** is considered food.

Death

If an **Adventurer** dies, all **Wood Hexes** they have are dropped on the space they died on and becomes a new tree. Afterwards, the dead hands their **Inventory Card** to an alive **Adventurer**. The extra card can be used as extra storage by that player.

WINNING

Adventurers

The **Adventurers** win if all **Totems** are destroyed.

Infected

If all **Adventures** die, or each island is covered by **Infection Tiles** (all tiles that can be infected), the **Infected Character** wins.

EXTRA PLAYERS

For groups of **5-6**, designate the additional characters as **Adventurers**. Infected tiles have **4E** health. **Infected Tiles** now deal **2E DMG** to **Adventurers** when crossed. **Totem Levels** increase by **2** at the beginning of each **Night Cycle**.



This game was designed and fabricated in the **Broad Art Center** for
DESMA 125 in **Winter 2025** by:

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Titles are set in **Casserole** and the body text is set in **Pliego**.

